ADVERTISEMENT

in: Class Habitable, Levels, Safe Levels

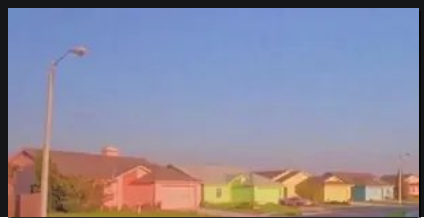
"Sunset over the Town"

Survival Difficulty: Class Habitable

- »□Safe
- »□Sustained Communities
- »□Devoid of Harmful Entities

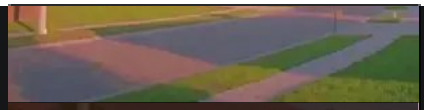
Sunset Over The Town is an enigmatic level of the Backrooms. Despite a plentiful amount of information, it is mostly unexplored.

Description



This level resembles a large plain of twisting roads, multicoloured houses, patches of grass and inactive streetlights. This levels size is considered inconsistent and has been known to change often. The size will not drop below 100km (62.1371 miles). The sky will

never contain clouds and is shown to be a simple blue void. Reaching to the end of the level will reveal a large void.



The level is considered surreal by its lacking amount of inhabitants. Some are unsettled by its appearance however.

No sun is present in the level. The perpetual sunset so far is believed to simply be a natural light of the level that can appear impossibly.

Houses furniture and equipment are known to have a 80's style to it. Placements are overall structure in houses are shown to be random even if the outside looks completely different. Doors to houses may even simply open to brick walls.

Inside the houses are usually a plentiful amount of supplies. Normal water has been shown to be present in the level as well as Almond Water. Almond Milk is known to be contained inside the fridges. Food is plentiful and is considered common.

Sunset Effect

The main reason the level is so largely lacking in communities is due to the Sunset Effect. The Sunset Effect is the main entrance for the level and is considered extremely difficult. To enter the level you must be in a specific amount of light. This amount is unknown but is around as dim as a sunset. After which you must stand in that specific light level for around 5-10 seconds. This effect will not work if the level is in a constant state of this specific lighting.

When the sunset effect activates it will noclip you into the floor sending you into the level.

Bases, Outposts and Communities

United Backrooms Pacification Republic

- Friendly
- Surplus of Supplies
- Well Armed
- Open for Trading
- Will Accepting Everyone
- Pop : 500+
- Currently live in the Houses

Sunset Scavengers

- Are friendly.
- Due to their plentiful supplies in this level their open for trade.
- 11 people.
- Most ended up on accident though found comfort in remaining in the level.
- Helped the M.E.G with information on the level.
- Currently being protected due to their fragile population.
- Currently live in small tents.

Entities

None discovered.

Entrances

- Read the sunset effect as to help with entering this level.

Exits

- Following a road that begins to form into a thick forest will lead to Level 11.
- Entering houses with a stop-motion appearance will lead to Level 94.
- There a Small Chance that a Double-Decker Bus with a Rainbow will appear entering

this Bus will transport you to The Great Lakes

CATEGORIES

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